

10/84

LONG ISLAND SINCLAIR TIMEX GROUP

LIST (LONG ISLAND SINCLAIR TIMEX) GROUP
P.O. Box 438
CENTERPORT, N.Y. 11721-0438

LISTING

MEETING NOTES - SEPTEMBER 30, 1984

The September meeting was held at Marty J's house, and as usual, went overtime with a number of discussions on the day's topics. They were:

I. Old Business - see last month's newsletter

- Treasurer's report - Current Account balance is \$146.00. We project a surplus of perhaps as much as \$50.00@ years end (February 1).
- Membership continues to grow rapidly, we now have almost 1/2 again as many members as the list you received in September shows. We have members in N.Y., N.J., Utah, California, Ohio, Canada and Argentina.
- The tape "chain letter" idea seems to be working, our first set of tapes-to loop #3, came back with a number of public domain programs for the 2068 and 1000. In fact, the "Print and Plotter" Demo tape, provided by Bob M. (California) was perhaps the hit of the meeting. This tape is a sales demo for the Spectrum graphics package of the same name.
- Chuck R. provided copies of Library tape 1.0 to those who had not yet received theirs.

II. New Business

- Hot news announcement was that Emulators, and ROM's, work well on most software. We provided all interested parties with a look at Doug Dewey's software list. Doug and Triangle group have done an outstanding job of testing U.K. software. See this list before you buy, just in case the title you want is incompatible (about 32 don't work).
- The catalog file continues to grow. Many members received the joint distribution package from Zebra, Syntax, Ramex, Softayna, etc.
- A suggestion to obtain club magazine subscriptions to U.K. magazines, particularly such exciting new efforts as 16/48 (an all tape format) was tabled until next meeting. The August issue of 16/48 was demoed part way.
- Articles are needed for the newsletter. Remember, we have members at all levels of sophistication. Please share your experiences with us.
- We have contacted the National Software Library in the U.K. They won't rent Spectrum software out of the country, as they feel it is too risky (can't really say I disagree). We (or you) can open up a franchise for the U.S. though. Initial investment is \$300 plus about \$3.00 each for the tapes (you'll need about 200-300 titles) Contact Paul D. if you're interested.
- Herna, a German label outfit, can produce Pressure Sensitive Thermal labels which work in your Timex printer. have already tested samples of their label stock. Price, again is steep at about \$250. for the first 20,000 labels (on the correct size rolls). If you'd like to get some of these, let Paul D. know. If he gets enough requests, perhaps a buying group, like List Associates, can be formed. Main problem with these for mailing labels is that they are still sensitive to heat.

III. Special Session

We were blessed with not one, but two, guest speakers. Al Levy of LICA (Long Island Computer Ass'n) and Stewart Newfield of Zebra Systems. They were as delighted to meet each other again after several years, as we were to have them present.

Al gave us a rundown on what L.I.C.A. is and does. LICA is an "Umbrella" organization and has special interest groups on just about every major system (even Polymorphic). Dues are \$12/year and include a subscription to "The STACK", their newsletter. They mail 1000 copies of "The STACK" monthly. Meetings are the third Friday of each month at N.Y.T.

Our members were encouraged to visit some of their meetings and, of course, join up if they like what they see. LICA often has guest speakers on the latest hardware and software. We could become a Special Interest Group (SIG) within L.I.C.A., if at least 9 of our members join it, we would receive editorial space in the STACK for our newsletter and the use of their meeting facilities.

Lively discussion of Al's proposal continued on after the meeting and will be a part of next month's business meeting.

Stewart gave us a rundown on where our computers came from and where he sees them going, and Zebra's and our positions in all this. To the best of his knowledge there were about 2 million 15 1000's made and 100,000 2068's. Most of these have gone to consumers. Rumors of the Higgenbottom deal and Sinclair deal with Samsung still persist. Biggest market right now is - Argentina.

Zebra has a staff of 4 and is 95% Timex oriented. They are working on new peripherals. Edge Connectors are due in 3 weeks (by the time you read this). A voice synthesizer, using the Votrax SCD chip, has been built and, we hope, will be demoed next meeting. They are also developing a KOALA Board graphics interface, which should sell for about \$40.00 (without the board).

Stewart discussed the confusing situation with Anchor & Wastridge on the MODEM. Zebra will be posting improvements to the documentation on their SBS, as they learn them. There is a chance that cartridge based software may come out.

He also says that at least count there were only about 70 emulators out there, to add to our dozen ROM's. No word yet on Bill Russell's sales.

Stewart, like Al Levy, gave us lots of encouragement and both helped to liven up the meeting. The only down note was his long range prediction. Yes, support will decrease in the long run. If we work at it though, we'll still be using these excellent machines for a very long time.

LIST GROUP

IV. Demos

Bob G. demoed his Tasword II, centronics IF and printer. The 64 column mode is the real attraction here. Bob has modified his printer to handle roll fed paper, for only a few dollars.

Print N Plotter and 16/48 magazine were demoed. Print N Plotter demo contains one UDG/action sequence (in BASIC and MC) and 4 stunning hi-res graphic portraits which are stored in HI-mem and flashed on the screen every few seconds. 16/48 has games, reviews and utilities - all already keyed in.

Chuck R. bought one of the Spartan Monitors (\$29.95) and is as happy with his as Jeff is.

V. Visitors

We also had some non-(and let's hope new)-member visitors. Peter R. and a friend were looking for info on 64 column mode and Herbert W. gave us some insight into the communication systems available (BBS's, MCI mail, etc.).

VI. Next Meeting

Will be at Harvey R's house, 5 Peri Lane, Valley Stream (members see map on "members only" page) at 2PM, on Sunday October 28th. Bring your latest toy.

VII. Feedback

Feedback on the number and type of articles in the newsletter has been 100% favorable. That is, one person told me he liked it. Write and tell us what you'd like to see here; more TS1000 stuff, utilities, reviews, what?

LISTING

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DID YOU KNOW?

In addition to the TRS-80 (not the Color Computer), there are several other machines which use the same microprocessor (the Z80) as our TS machines:

Interact (uses 8080)
Aquarius (Mattel)
Adam (by Coleco)
CP/M machines

This means that, with proper buffering, decoding, and connectors, in many cases you might be able to use hardware designed for the system on yours and vice versa. Kurt H., for example, has hooked up an Aquarius MODEM (selling for under \$20.00) to his 2068, just by rerouting the data, IOREQ and some of the Address lines.

PLEASE NOTE OUR NEW ADDRESS

LIST GROUP
P.O. Box 438
Centerport, N.Y. 11721-0438

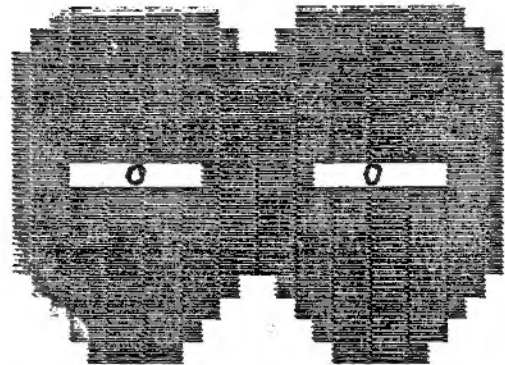
TRICK OR TREAT

HAPPY HALLOWEEN!

```

10 REM THE BLACK MASK
20 RANDOMIZE
30 DIM P$(2,7)
40 REM INITIALIZE VARIABLES
50 FOR X=1 TO 7
60 LET P$(1,X)=CHR$ 32
60 LET P$(2,X)=CHR$ 128
70 NEXT X
80 LET P1=9
90 LET P2=22
100 LET V=1
110 LET Q=0
120 LET FL=0
130 FOR X=9 TO 22 STEP 13
140 LET P=4
150 FOR Y=2 TO 17
160 FOR Z=X-P TO X+P
170 PRINT AT Y,Z;CHR$ 143
180 NEXT Z
190 IF Y<4 THEN LET P=P+1
200 IF Y>12 THEN LET P=P-1
210 NEXT Y
220 NEXT X
230 REM DRAW WHITES OF EYES
240 LET KO=1
250 GO SUB 1000
260 REM PRINT PUPILS
270 PRINT INK 2;AT 9,P1;CHR$ 79
;AT 9,P2;CHR$ 79
270 IF P1=10 OR (P1=12 AND P2=2
5) THEN LET Q=5
280 FOR D=1 TO RND*20+0
290 NEXT D
300 LET Q=0
310 REM ERASE PUPILS
310 PRINT AT 9,P1;CHR$ 32;AT 9,
P2;CHR$ 32
310 REM BLINK SOMETIMES
320 IF P1<>9 OR RND>0.7 THEN GO
TO 380
330 LET KO=2
340 GO SUB 1000
350 FOR D=1 TO 5
360 NEXT D
370 GO TO 240
370 REM COMPUTE NEW POSITIONS (
P1,P2)FOR PUPILS
380 IF P1=5 OR P1=12 THEN LET V
=-V
390 IF FL=0 OR P1<>9 THEN GO TO
420
400 LET FL=0
410 GO TO 450
420 IF P1<>9 OR RND>0.2 THEN GO
TO 450
430 LET FL=1
440 LET V=1
450 LET P1=P1+V
460 IF FL=0 THEN LET P2=P2+V
470 IF FL=1 THEN LET P2=P2-V
480 GO TO 250
490 REM FILL EYES WITHP$(KO)
1000 PRINT AT 9,6;P$(KO);AT 9,19
;P$(KO)
1001 PRINT INK 2;AT 20,1;"THE PH
ANTOM IS WATCHING YOU"
1010 GOTO 1000

```



THE PHANTOM IS WATCHING YOU !

INTERNAL COMPUTER

from SA [redacted] Sparta
SY SOP-CIA-SP, 4

THIS IS A FURTHER EXPANSION ON
THE SOUND PROGRAM FOR INLAND
SOUNDING COMPUTERS.

```

1000 INT=INT(RND*255)
1010 INT=INT(RND*15)
1020 INT=INT(RND*255)
1030 INT=INT(RND*15)
1040 INT=INT(RND*255)
1050 INT=INT(RND*15)
1060 INT=INT(RND*255)
1070 INT=INT(RND*15)
1080 INT=INT(RND*255)
1090 INT=INT(RND*15)
1100 DATA 1.A,1.B,2.A,3.B
1110 DATA 4.A,5.A,6.B,7.A,8.B,9.A
1120 DATA 10.A
1130 IF INKEY$="" THEN GO TO 1000
1140 GO TO 10
1150 PRINT "CHANNEL 1: FINE="
1160 PRINT "CHANNEL 1: COARSE="
1170 PRINT "CHANNEL 2: FINE="
1180 PRINT "CHANNEL 2: COARSE="
1190 PRINT "CHANNEL 3: FINE="
1200 PRINT "CHANNEL 3: COARSE="
1210 PRINT "NOISE="
1220 PRINT "ENABLE="
1230 PRINT "NOTES="
1240 CLS
1250 GO TO 200
1260 END SECOND LINE 1

```

What was the purpose of the trip to the
 Washington, D.C. area? The purpose of the trip
 was to meet with the President and the Vice
 President and to discuss the situation in
 the South. The trip was a success and the
 President and Vice President were very
 helpful in discussing the situation in the
 South. The trip was a success and the
 President and Vice President were very
 helpful in discussing the situation in the
 South.

The practical use is obvious. Now you don't have to do a lot of work with laser and spacing sounds. The program will do it for you.

END.

1950

```

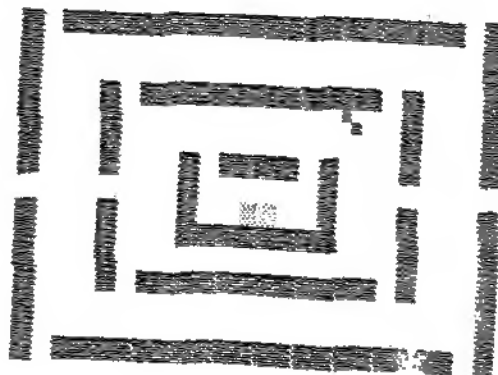
5 REM ROBOT
10 SLOW
20 PRINT AT 4,2;"HERE ARE YOUR
CONTROL KEYS:"
30 PRINT AT 6,13;"U I O"
40 PRINT AT 7,13;"J L"
50 PRINT AT 8,13;"N M"
60 PRINT AT 1,2;"PRESS<ENTER>T
O CONTINUE."
70 LET K$=INKEY$
80 IF K$<>CHR$ 118 THEN GOTO 7
90 CLS
100 FAST
110 LET SC=PEEK 16396+256*PEEK
16397+1
120 LET S=1000
130 LET HA=13
140 LET HC=15
150 LET F=0
160 LET HS=0
170 LET P1=1
180 LET P2=1
190 LET J=0
200 LET D$="5,25,3,10,21,6,12,1
0,14,17,11,10,21,14,6,25,17,3,
0,4,11,17,4,6,9,8,11,14,8,3,11,1
0,0,11,10,6,9,20,11,14,23,3,9,27
,11,17,27,"
210 PRINT AT 9,15;CHR$ 136
220 PRINT AT 9,16;CHR$ 136
230 FOR X=1 TO 16
240 GOSUB 1000
250 LET A=VAL N$
260 GOSUB 1000
270 LET B=VAL N$
280 GOSUB 1000
290 LET C=VAL N$
300 FOR Y=A TO B
310 IF X<=5 THEN PRINT AT C,Y;C
HR$ 128
320 IF X>5 THEN PRINT AT Y,C;CH
R$ 128
330 NEXT Y
340 NEXT X
350 LET H1=INT (RND*20)
360 LET H2=INT (RND*3)+28*(RND)
370 SLOW
380 PRINT AT 21,14;S;"
390 LET S=S-1
400 LET J$=INKEY$
410 IF J$<>" THEN LET J=CODE J
$
420 LET RO=H1+(J=27 OR J=50 OR
J=31)-(J=46 OR J=52 OR J=58)
430 LET CO=H2+(J=27 OR J=49 OR
J=50)-(J=47 OR J=51 OR J=58)
440 LET RO=RO-(RO>20)+(RO<0)
450 LET CO=CO-(CO>31)+(CO<0)
460 LET PEEK (SC+RO*33+CO)<>128
470 GOTO 500
480 LET RO=H1
490 LET CO=H2
500 GOTO 380
510 PRINT AT H1,H2;CHR$ 0
520 PRINT AT RO,CO;CHR$ 23
530 LET H1=RO
540 LET H2=CO
550 IF RO=0 AND (CO=15 OR CO=16
) THEN GOTO 740
560 LET RA=H1+(RO>HA)-(RO<HA)
570 LET CA=HC+(CO>HC)-(CO<HC)
580 LET RA=RA-(RA>20)+(RA<0)
590 LET CA=CA-(CA>31)+(CA<0)
600 LET CH=PEEK (SC+CA*33+RA)
610 IF CH<>128 AND CH<>136 THEN
GOTO 680

```

```

610 LET RA=HR
620 LET CA=HC
630 LET D=2*INT (RAD*2)-1
640 IF F THEN LET RA=RA+D
650 IF NOT F THEN LET CA=HC+D
660 LET F=NOT F
670 GOTO 580
680 PRINT AT HA,HC;CHR$ 0
690 PRINT AT RA,CA;CHR$ 134
700 LET HA=RA
710 LET HC=CA
720 IF CO=CA AND RO=RA THEN GOT
O 520
730 GOTO 380
740 CLS
750 IF S>HS THEN LET HS=S
760 FOR T=1 TO 50
770 PRINT "YOU DID IT."
780 NEXT T
790 CLS
800 PRINT "YOUR SCORE IS";S;"."
810 GOTO 640
820 CLS
830 PRINT "SORRY YOU WERE CAUGH
T."
840 PRINT "THE HIGH SCORE IS";H
S;"."
850 PRINT "PRESS<ENTER>TO PLAY
AGAIN."
860 LET K$=INKEY$
870 IF K$<>CHR$ 118 THEN GOTO 8
60
880 GOTO 90
1000 IF D$(P1)=", " THEN GOTO 103
0
1010 LET P1=P1+1
1020 GOTO 1000
1030 LET N$=D$(P2 TO P1-1)
1040 LET P1=P1+1
1050 LET P2=P1
1060 RET

```



MEMBER SECTION ONLY

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WATERBURY CONNECTICUT 06720
TELEPHONE (203) 573-5000

Mr. Paul J. Donnelly
Chairman
LIST
10 Idle Day Drive
Center Port, New York 11721

September 18, 1984

Dear Mr. Donnelly:

Thank you for your letter requesting various T/S 2068 information.

Regarding parts availability for the T/S 2068, I am afraid we cannot help you out. We do maintain a limited stock of replacement parts in our Little Rock Service Facility, but that stock is so limited that we cannot sell the parts on hand. We need to keep what is available for repair purposes. As you know, the SCU (U3) is a custom chip, and there is no commercial equivalent for it. If someone's T/S 2068 computer has a defective SCU, or any other defect, they can send the computer to Little Rock for service. If the product is in warranty, there is no charge except for your shipping charges to Little Rock. If the product is out of warranty, we have established a maximum repair charge for T/S 2068's of \$30.00. Regarding parts for the T/S 1000, we have until recently been selling individual piece parts for the T/S 1000. However, our stock of such parts has now been depleted to the point that we are in danger of running out of adequate supplies to cover our servicing requirements. Consequently, we are no longer selling individual piece parts for the T/S 1000. The entire computer is available at such low prices in many locations, that an extra computer would probably be the least expensive source of spare parts.

Regarding T/S 2068 peripherals, I can give you some help here. The modem is available from Westridge Communications, 330 Washington Street, Marina Del Rey, California 90292. The phone number there is (213) 306-5110. We have no recommended sources of supply for other peripherals, however, I suggest you contact Doug Dewey at the Triangle Sinclair Users Group, as his newsletter publishes advertisements for firms that produce peripherals. Doug Dewey's address is 206 James Street, Caribour, North Carolina 27510. His phone is (919) 939-2079. I do know that interfaces for printers, disc drives, and other devices are available from Ramex in Utica, Michigan (phone 313 463-1795) and Merco in Austin, Texas (phone 512 451-5874).

Doug Dewey could give you the names of some other firms as well.

Regarding the E-prom cartridge board described in the T/S 2068 Technical Manual, we have no objection to anyone producing such boards. That is why we provided the schematic and printed circuit board art work in the manual. We have not given or withheld permission for anyone to manufacture spectrum emulator boards utilizing the E-prom cartridge board. We are aware that some boards are available for sale, and I suggest you contact Doug Dewey regarding such boards before you go to the expense to produce them yourself.

We have no objection to your publishing the extract of the Technical Manual (Paragraphs 6.6.1 through 6.6.5) in your newsletter. By the way, the Technical Manual continues to be available from the Timex National Sales Division whose address is P.O. Box 1378, Little Rock, Arkansas 72203. The price is \$25.00 including a reduced size schematic. We have reprinted the manual's, and they are now being sold with a glued binding. In addition, the schematics have been reprinted and are now easier to read. You might wish to notify your membership that the manual is available.

We appreciate your favorable comments about the T/S 2068, and your continued support. Thank you very much.

Regards,

D. Dewey

* (203) 306-4103
(818) 992-7758 (Beac)
(818) 785-6088

Doug Smith
Manager - Product Planning

6-6 GENERAL

6-6.1 Pressing ENTER multiple times with an invalid tape command on the edit line (syntax error) causes the system to reset. This is due to overflowing the Bank Status Stack in RAM Bank 3/7 due to the multiple calls to and from the Extension ROM via the Call_Bank code without normal termination (the error causes a RESET to be executed out of House ROM code called from the ROM Extension). It shouldn't take anybody that many tries to get a tape command right, so this is not a real problem, but you may want to keep it in mind. For any call made through the OS ROM services, you should have a corresponding return to keep the structures clean.

6-6.2 ON ERR GOTO - If a non-existent line number is specified, followed by an error, the system will hang. The ROM code is in an endless loop trying to report the absence of a valid error handler to the non-existent error handler. On some errors, you will get an unexpected OK termination showing the line number of your error handler. This is because some ROM routines temporarily clear the INTERRUPT flag (Bit 7 of FLAG5). This flag is set to 0 when checking syntax and set to 1 when executing; if an error is detected while the flag is 0, the error handler code is branched to but is not executed.

6-6.3 Parameters to the SOUND command are not fully validated, therefore you can specify a number beyond the valid range for a given operation and not get an error. For example, you can write a value greater than 63 to the Enable Register (Reg. 7), possibly changing the I/O Port used for reading the joystick from input to output. If you specify a number larger than 255 (256), only the least significant byte will be actually written to the Programmable Sound Generator. Access to PSG Reg. 14 (IO-A) used for the Joystick is also not precluded via the SOUND command.

If you experience difficulty in reading the joystick(s), do a write to PSG Reg. 7 clearing bit 6 to guarantee that the joystick path is enabled for input (see Section 4.3). This write can be done by executing a SOUND 7, 63 (or any value less than 63).

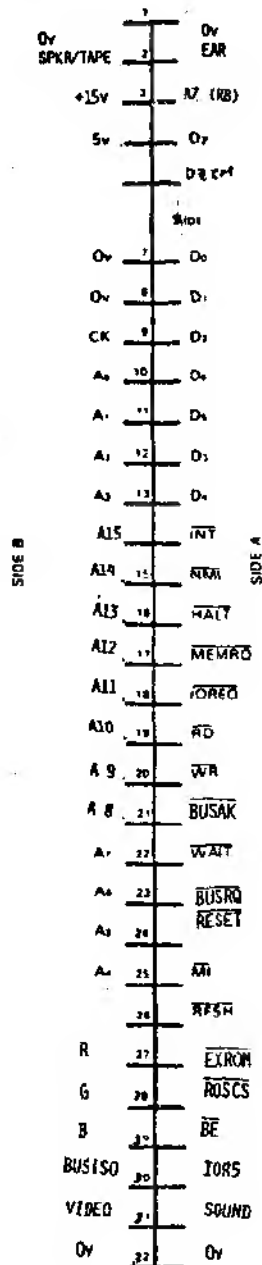
6-6.4 The INTCR function for (-65536) gives an incorrect result of -1, and for other cases where the result should be -65536, it gives -16-38. Since the ROM code cannot be changed, there is no correction.

6-6.5 If you respond to the SCROLL message using multiple keys such as Cap Shift/2 or Cap Shift/Symbol Shift, you will get strange results like dumping of the Edit line with the "u" or "g" cursor, display of ROM data, or multiple scrolls. Stick to single key responses and you won't have any problems.

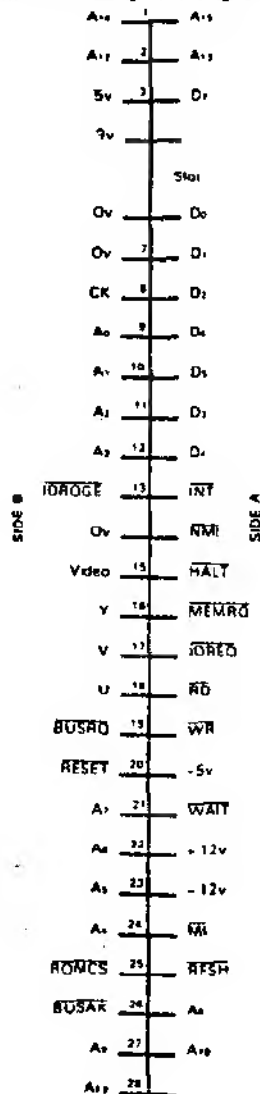
6-6.6 When DELETE (Cap Shift/0) is held down to do deletion of characters in the Edit line, sometimes it outputs the DELETE keyward instead (it should not do this in auto-repeat mode). This is especially noticeable when the input line is long. Since the ROM code cannot be corrected, you must try releasing and pressing the DELETE key at differing frequencies and you will be able to get past this "bug".

TS2068

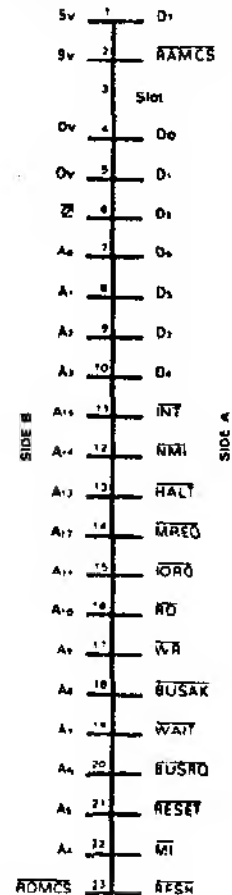
Edge Connector signal allocation



SPECTRUM



ZX-81



HARDWARE HACKERS

Here's a little chart I made up to help me keep the edge connectors straight. Originally adapted from Sinclair Projects.

I suggest you use a "highlighter" (like STABILO BOSS) to mark the connectors which are the same on all three, or just two. You'll need more than one color.

INTERNAL RGB/RESET BUTTON MODIFICATION FOR THE T/S 2068

WARNING: Modification requires opening the computer case, drilling one hole and cutting out a slot for a connector which will void any warranty from the manufacturer.

PARTS REQUIRED:

- 1- 9 pin "D" connector, female (same as JOY STICK connector).
- 1- small N/O push button switch for RESET.
- 2- 4-40 x 1/2 inch bolts and nuts to secure connector.
- 2 feet of plastic insulated hook-up wire.

TOOLS REQUIRED:

- Sharp Knife (X-ACTO type).
- Soldering iron and solder.
- Small file.
- Drill bits and drill (holes for bolts and N/O push switch).
- Phillips screw driver.

MODIFICATION - MECHANICAL

Place the T/S 2068 on a flat surface which is covered with a towel or foam, on the keyboard side.

Remove each of the seven (7) Phillips head screws.

Turn the case over on the back and carefully pry the case apart.

Hold the keyboard section at a right angle to the bottom section and remove three (3) Phillips screws securing the PC assembly to the case bottom.

With a pencil, mark the section on the inside, back of the case, the span between the "MONITOR" Jack and the small PC sub assembly (#335-80006). This is approximately two (2) inches.

Set aside the keyboard section with PC assembly.

Using the template provided, slowly and carefully cut into the case around the outline for the "D" connector. This will require repeated cutting.

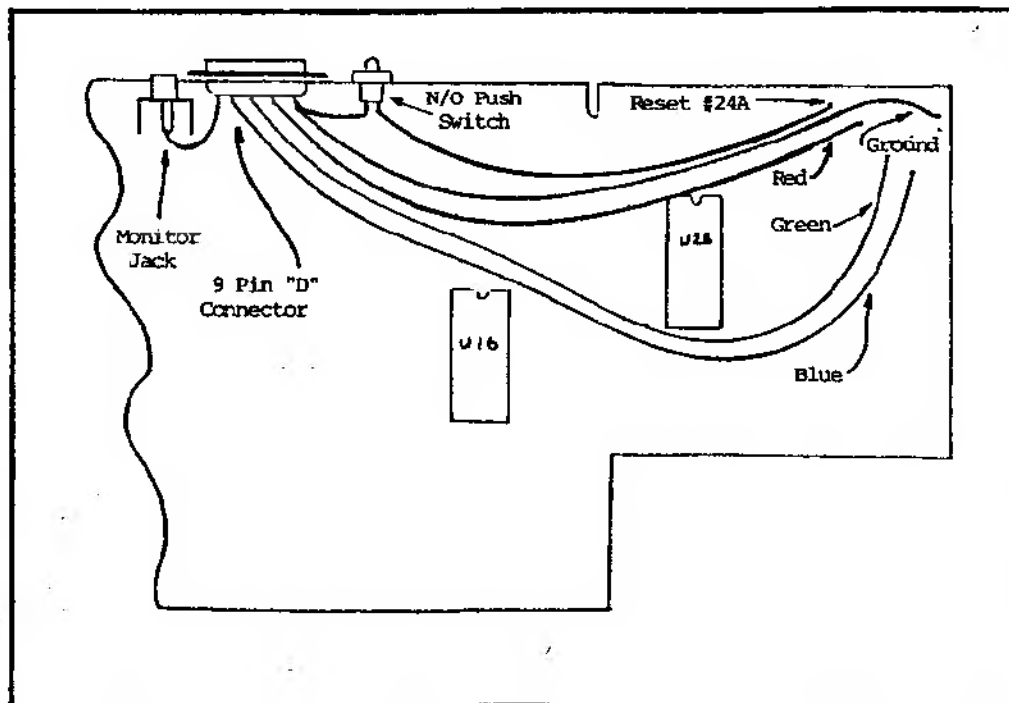
Fit the Female "D" connector into the opening from the outside of the case. If opening is too tight use a file to enlarge it.

Drill both holes for the bolts and secure the connector to the case with the 4-40 bolts and nuts.

Drill a hole for the N/O push switch.

Insert the switch into the hole previously drilled and secure with the hardware provided on the switch.

DIAGRAM 1: COMPONENT LAYOUT



MODIFICATION - ELECTRICAL

Place the PC assembly into the bottom case. Do not secure with screws at this time. Prop up the keyboard section with a pencil.

Cut a short length of wire to connect to the lug of the push switch with the pin on the "D" connector which is closest to the switch. Solder the wire to the push switch ONLY.

Locate the GROUND (2 plated through holes) on the computer edge connector. This is at the far right-hand side of the edge connector.

Cut a length of wire to connect the GROUND at the edge connector with the same "D" connector terminal that the short wire will connect to from the push switch.

Solder both wires to the connector terminal and to a ground plated through hole.

From the GROUND terminal on the 2068 edge connector, locate the 9th terminal (#24A). This is RESET.

Cut a length of wire from the plated through hole which connects to the RESET terminal to the free lug on the push switch. Solder the wire in place.

Locate the three (3) plated through holes, which are located just below the edge connector at the far right of the PC assembly. These contacts are "RGB" respectively.

The upper hole is Red; the center hole is Green; and the lower hole is Blue.

Measure and cut three (3) lengths of wire to connect the RGB plated through holes to three terminals on the edge connector, then solder these wires in place.

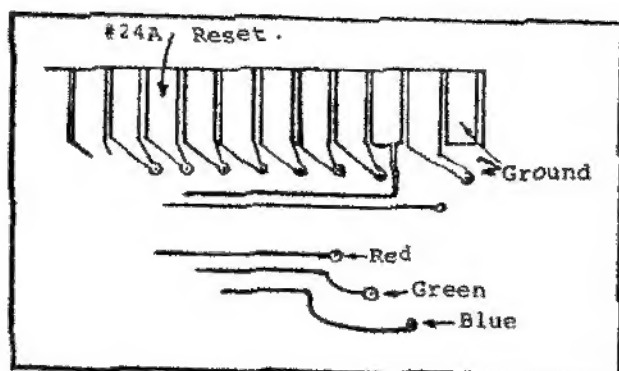
Measure a short length of wire from the connector to the center contact on the computer MONITOR Jack (This connection provides a SYNC signal to the RGB monitor).

Solder the wire in place.

Carefully inspect all of your solder connections to insure that they do not have shorts and/or solder bridges. When satisfied that everything is OK, replace the three (3) screws securing the PC assembly to the case bottom.

Carefully re-assemble the computer case with the seven (7) Phillips head screws previously set aside.

DIAGRAM 2: TOP, RIGHT-HAND SECTION OF 2068 EDGE CONNECTOR



CHECKOUT:

A mating connector from the 9 pin "D" connector is required for RGB checkout. The cable detailed from last month's article (EXTERNAL RGB MODIFICATION) can be used if the cable ends are removed from that assembly and soldered to a MALE "D" connector.

Power up the monitor and the computer. If all is well, the copyright message should appear on the screen. If a problem exists, re-check all connections previously made.

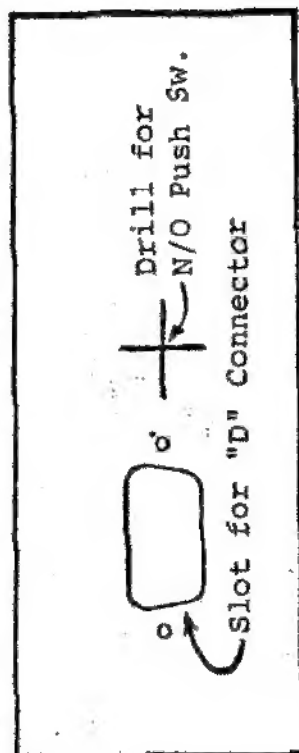
Press the RESET button. The screen will clear, then display the black box and then the copyright message.

Key in the following short program, "COLOR BARS".

```
10 FOR b=1 TO 22: For p=7 TO 0 STEP-1
20 paper p: PRINT " ";:REM 4 spaces between quotes
30 NEXT p: NEXT b
```

Behold the beautiful sharp image on the monitor screen that can only be possible with RGB.

FULL SIZE CUTTING AND DRILLING TEMPLATE-RGB MODIFICATION



PLEASE NOTE OUR NEW ADDRESS

LIST GROUP

P.O. Box 438

Centerport, N.Y. 11721-0438

HARDWARE REVIEW

ITEM: Winky 2000
 FUNCTION: Filter, Attenuator for Cassette Recorders
 FROM: G. Russell - Electronics
 RD 1 Box 539
 Centre Hall, Pa 16828

PRICE: \$20.00

Winky 2000 is Bill Russell's latest cassette computer interface. It is designed to help you get good LOADs and make backup copies of your 2068 and Spectrum tapes.

The board is a small (1 1/2 X 2") open-faced design on which are mounted some 13 passive components (Resistors, diodes and capacitors), three mini (1/8") jacks and an 1/8" mini plug on a 3" cord. It is used by plugging the cord into your "master" tape recorder and then plugging your computer-cassette cable into either the Duplicate (to make copies) or LOAD (to load your computer) sockets. The third jack is for a mini ear-phone, so you can listen-in to what's going on. The board gets it's name from two LED's, one (or both) of which will glow as the volume of the signal you feed it reaches the correct level.

In the LOAD mode, little "massaging" of the signal is performed. The main value of using the Winky 2000 for loading from cassette to computer comes from your ability to monitor the signal through the ear jack and the blinking LED. After trying out only a few tapes, you should be able to add the audio and visual information you receive from these tell-tales to what you see on the screen and set your tape recorder volume at the right level, every time. This can be a real time saver, especially if your tapes come from a number of different sources.

For duplication, the board uses diodes to clip the signal it receives and a pi network to reduce the 5Vpp-into-8-ohm signal it receives from your "master" recorder to a 5-mV-into-600-ohm output signal to the HIC input of a second or "slave" recorder.

The duplication feature is outstanding and has worked with almost every tape I've tried. Those few that failed the test were usually on cheap tape and had insufficient output to even begin to light the LED. (I've considered replacing the 240 ohm output resistor with a 1K pot to try to get a little more juice, but haven't tried it yet). I have even, successfully, made third generation copies (a copy of a copy of a copy) which will LOAD through Winky Board. This is a handy feature, as I had inadvertently destroyed an original Spectrum tape and was forced to make second and third generation copies for backup.

One other important feature of the Winky 2000 is its use as a tape head alignment device. By observing the intensity of the LED and listening for the highest sound level, while playing back a program tape, you can adjust the azimuth of your cassette recorder to the optimum recording position for each and every tape. Russell states that they adjust azimuth on every tape. I don't think that is, or should be, necessary, but it will get you more "first time" LOADs. Do remember that if you readjust azimuth for someone else's tape, you'll have to set it back up for your own, later. I agree with Bill Russell that head alignment problems probably cause more loading difficulties than any other.

Winky 2000 does not attenuate as much as the Winky Board II and may not be as good for the TS 1000 for that reason. The original WB does not do a good job on 2068 tapes. Remember too, that the 2068's system is much more reliable than the 1000's. In fact, I have a few tapes which will load (just barely) without the WB 2000, but lose just enough signal in the board that they won't load with it. Again, this is the exception, not the rule.

If you need to make backups of software protected Spectrum tapes, for example, I highly recommend the Winky 2000. I'm not really sold on the efficacy of the LOAD mode except as an aid to setting volume level. Do use the tape head alignment feature. I recommend you write a short program which DIM's and large string array and then set about 1000 elements to 9 and 1000 to 255. This will give you a nice test tape.

I found the Winky 2000 a bit high priced, considering its components (about \$5 retail), but still give it a 9 out of 10. As I've said before "No TS owner should be without one". If Winky 2000 allows you to save just one "lost" tape, it can pay for itself immediately.

CRITICAL REVIEW

2068

This is a sampling, many more examples are in the library.

TECHNICAL PROBLEMS

NAME: Towner - 146.95

PROBLEM: - Some 1K

Software

PROBLEM: Towner, Heath, also has some interface

British

TECHNICAL PROBLEMS

NAME: David Altschuler

PROBLEM: - (Heath)

Software

PROBLEM: - Heath Software & Hardware

Software

PROBLEM: - Heath Software & Hardware

Software

PROBLEM: - Heath Software & Hardware

Software

PROBLEM: - Heath Software & Hardware

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PROBLEM: - Heath Software & Hardware

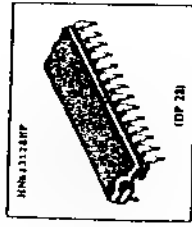
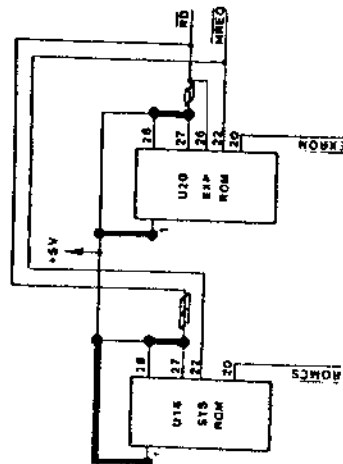
Software

PROBLEM: - Heath Software & Hardware

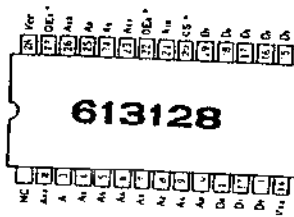
Software

P10

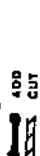
HOW ROM'S & EPROM'S COMPARE;



613128



Read Only Memory

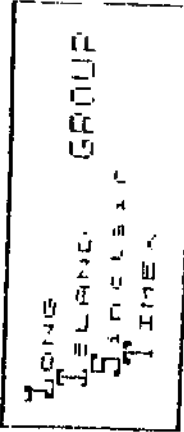


27128



Enable and Programmable Read Only Memory

2068



1-POKE TO SHIFT BETWEEN CAPS AND LOWER CASE WITHIN PROGRAM
To place program in CAPS mode from within a line
POKE 23658,8 CAPS
TO PLACE PROGRAM IN Lower Case from within a line.
POKE 23658,0 Lower Case

2-POKE TO MAKE KEY BEEP

To make keys beep when pressed:
POKE 23609,0 OFF
POKE 23609,X ON
X Equals duration of beep.

NOTE: range 10-100 will provide satisfactory results. Using beep will slow down typing speed.

3-POKE TO ACTIVATE CONTINUOUS SCROLL

POKE 23692,1 NORMAL (SCROLLS FULL SCREEN WITH "SCROLL?")
POKE 23692,255 CONTINUOUS SCROLL.

4-POKE TO INCREASE SPEED OF KEY FUNCTION
Time in 60ths. of a sec. that a key must be held down before it begins repeat sequence.

POKE 23581,35 NORMAL
POKE 23581,X ADJUST SPEED

NOTE The lower the number the faster the key reacts.

5-POKE TO INCREASE SPEED OF REPEAT FUNCTION
Delay-in 60ths of a sec.- between successive repeats of a key held down.

POKE 23652,5 (normal)
POKE 23652,X

NOTE The lower the number the faster the key repeats.

6-POKE FOR UDG (USER DEFINED GRAPHICS)--SAVE AND LOAD

SAVE: "title" CODE 65268,168
LOAD: "title" CODE 65268,168

NOTE UDG Graphics, once entered reside above RAMTOP and will not be removed by NEW entries nor by loading a Basic program. When UDG Graphics are included in a Basic program the Basic must first be saved, usual way, and then Save UDG Graphics with Code as above.

To change first line of program to "0", POKE 26710,0;POKE 26710,1,0

Screen full of vertical lines: POKE23659,1

To eliminate SCROLL, add this POKE before a print statement:
POKE 23692,255

Cursor in EXTENDED mode (E), POKE 23617,1;INPUT AS

Cursor in GRAPHICS (G), POKE 23617,2;INPUT AS

To restore cursor to INPUT (L), POKE 23617,0

For RAMTOP address: PPINT PEEK 23730+256*PEEK 23731

HOT FLASHES & COOL NOTES

1. STANDBY FOR A BIG SURPRISE NEXT MEETING!
NAZIR has successfully plugged a Spectrum peripheral onto 2068 (with emulator) with no adaptor. To find out which which one, come to the meeting!
 2. Jeff S. is working with Zebra systems (who, we've been told, may also demo some equipment next meeting), on writing TS 2068 software which will create graphics, using a Koala pad.
 3. Heinz has used his NU-68 Modem's RS232 port to download data from his EP-44. We'll need more sophisticated software to make efficient use of this printer, but the possibilities are awesome. E.g., download a program (4K) to the EP-44 and then, have almost instant upload to your 2068 as the EP-44's battery backed up memory "keeps" the program "fresh". Or, write programs "on the road" on your EP-44, then upload and edit when you get home.
 4. Richard Shephard's new graphic-text adventure "The Inferno", is apparently not compatible with either EMU-1 or ROM replacement. RSS says they use all but 500 bytes of the 48K in the Spectrum and that, as the TS 2068 has less available RAM, the program may not fit. Nazir and I have played with it and can't get it to load and run. A nobody else want to try?
 5. Need a Disassembler? While the Sinclair (Crystal) and Hot Z versions are excellent, you might want to try Dick Scoville's. It's only \$5.00 (plus your blank tape) and does a very good job of disassembling the ROM and/or your code. Dick can be reached at 2313 W. Club Blvd., Durham, N.C. 27705.
 6. Also from Triangle Sinclair Users Group, Doug Dewey has sent us his list of EMU/ROM compatible Spectrum programs. We will have copies at the next meetings, or send a SASF and we'll send you one (it's several pages).
 7. MICRO REVIEWS
 - a) Spectrum Software
 - The Hobbit - Text/graphics - very good
 - Jet Set Willy - Manic Miner - Arcade - very good
 - Everest Ascent - text - strategy - fair
 - 30 Ant Attack - Arcade - good
 - b) Mirror's 2068 Intermediate/Advanced guide - Mixed review - As an intermediate text it's good. An "advanced" text it is not.
 8. ALMOST NEWS - Tom Bent (Synovate News) tells us that Ray Kingsley (Hot Z) has just about completely debugged the 2068 EXROM. Ray is also working on a Hot Z cartridge which will be in AROS, but transparent to the user. Expect the board to run about \$70.00. There are more bugs in the EXROM than those shown in the manual. Alec, some of the "fixes" don't work exactly as given.
- Tom has worked up a revised ZX81 ROM, eliminating the bugs (e.g., EPROM t-4, long KEY delete, etc) which have plagued many of us. Write to him at Synovate News for more info.

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Your reviews, programs, comments, hardware projects, etc., are eagerly solicited for publication in LISTing.

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Please note our new address - P.O. BOX 438, Centerport, N.Y. 11721-0438 Mail sent to the old address must be forwarded there and will take longer to reach us.

NOTE: PARTIAL YEAR MEMBERSHIPS AVAILABLE

Normal membership year is Feb. through Jan. at cost of \$12.00. By keeping as many members as possible on that basis, we keep our costs and chances of error, down.

If you wish to begin subscribing later in the year, please sign up for the end of this year and all of next. E.g., to subscribe in Nov. 84, we ask that you remit \$16.00, which will cover you through Jan'86, rather than send 4.00 now and 12.00 in Jan. (the rates may go up then also)

We will accept partial years or different subscription runs, on a limited basis (particularly from members outside the U.S.). But, please be aware that addition to possible rate increases, your "account" must be handled "by hand" and errors may occur. More on international members next issue.

PRINTING:

We have received a number of complaints about size and legibility of the newsletter. Every effort is being made to correct these problems. We hope the size of print in this issue is more acceptable. Large issues cost almost 2X as much to mail, though, and may cause us to raise rates, next year. Let us know how you feel about this.

A proposal to have our next meeting on Thursday, Nov. 29 @ 8PM at the Cummach Library has been made. Please be prepared to comment on this at the next meeting.

HINTS & TIPS

1. Herbert W. typed in the "piano" program from last month, but wanted to get up and running faster. He revised piano to use SCREEN 3 to LOAD the keyboard and cut LOAD time in half. Try it.
2. Marty J., has been entering some Microsoft BASIC programs into his 2068. He offers the following sample correlation for STRING handling.

MISCROSOFT	RESULTS	SINCLAIR BASIC
MID\$(A\$,3,2)	LL	A\$(3 to 4)
LEFT\$(A\$,2)	HE	A\$(to 2)
RIGHT\$(A\$,2)	LO	A\$(LEN(A\$)-1 To)

MICROSOFT BASIC

```

10 A$="HELLO"
20 LPRINT MID$(A$,3,2)
30 LPRINT LEFT$(A$,2)
40 LPRINT RIGHT$(A$,2)
LL
HE
LO

```

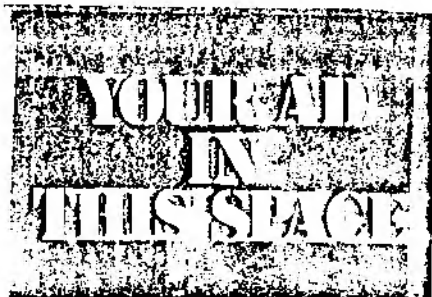
SINCLAIR BASIC

```

10 LET a$="Hello"
20 PRINT a$(1 TO 2)
30 PRINT a$(3 TO 4)
40 PRINT a$(LEN a$-1 TO )

```

NOTE: Lines 20 & 30 are reversed.



3. FROM TRIANGLE NEWSLETTER:

More on Darkening the Printer Dick Scoville

My original plan was to make the following program an example in this month's machine code tutorial and explain it line by line, but it requires some familiarity with so many things that it's best just to give it as is. The idea is very simple: write a new character set. Don't panic, the program itself will do all the work for you in the twinkling of an eye. Here is the program, in Z80 mnemonics and in decimal and in hex--all 29 bytes of it:

```

57786 LD DE,0000      56576
57789 PUSH DE
57790 LD BC,0003      768
57793 LD HL,(365C)    CHARS
57796 INC H
57797 LD A,(HL)
57798 AND A
57799 RRA
57800 OR (HL)
57801 LD (DE),A
57802 INC HL
57803 INC DE
57804 DEC C
57805 JR NZ,F6        57797
57807 DJNZ F4        57797
57809 POP HL
57810 DEC H
57811 LD (365C),HL    CHARS
57814 RET
57815 NOP
57816 NOP
57817 NOP

```

```

17  0  221 213 1  0  3  42
54  92  36 126 167 31 182 18
35  19  13  32 246 16 244 225
37  34  54  92 201

```

```

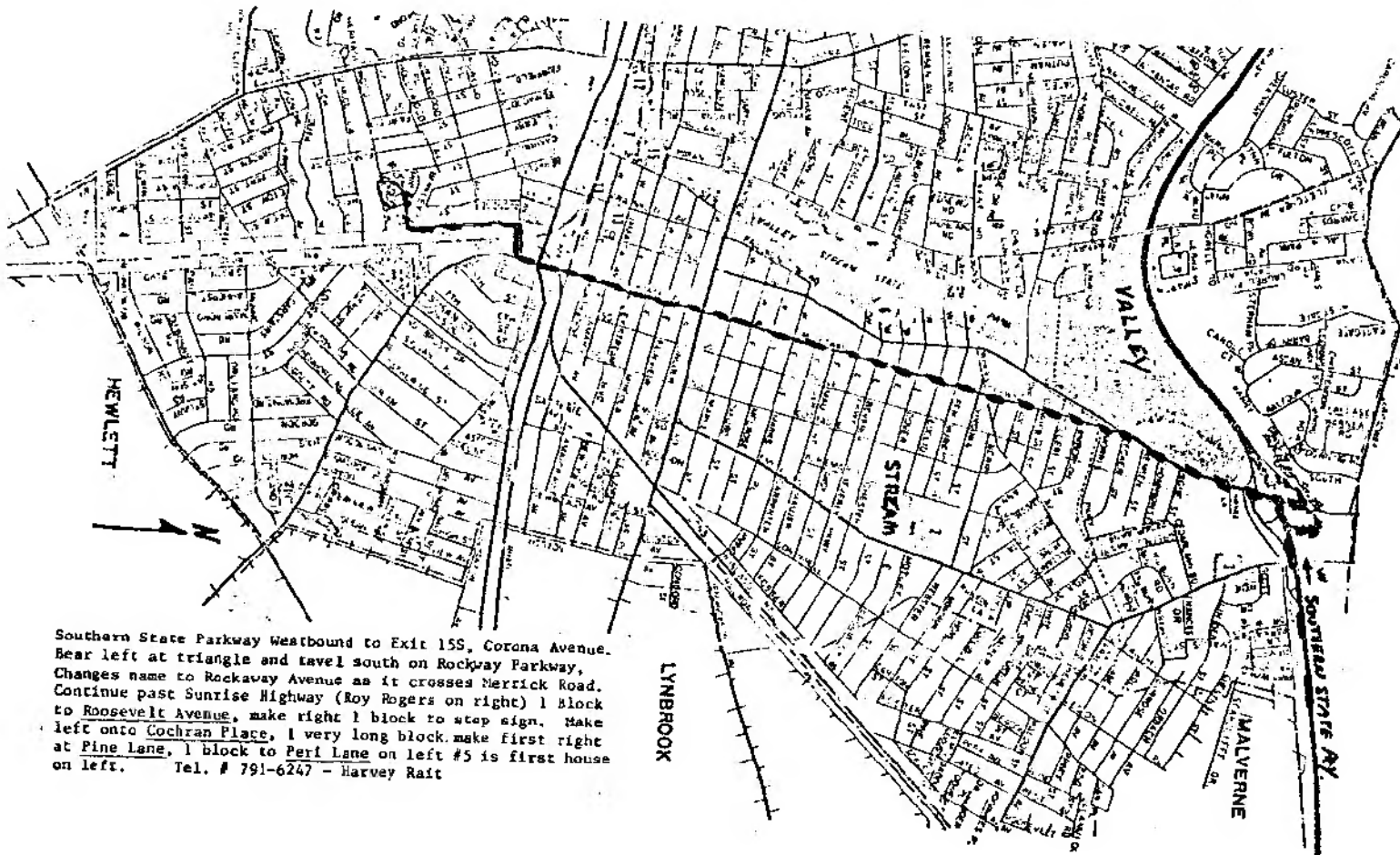
11  00 00 05 01 00 03 2A
36 5C 24 7E A7 1F B6 12
23 13 00 20 F6 10 F4 E1
25 22 36 5C C9

```

Do the following:

- 1) CLEAR 56575
- 2) LET sdt=57786
- 3) Enter the 29 bytes of code starting at address 57786
- 4) Peek them to be sure they are OK.

Now RANDOMIZE USA sdt will give you a new alphabet, which will be used by LPRINT, LIST and COPY from now on. If you want to recover the old original alphabet, simply POKE 23607,60.



Southern State Parkway Westbound to Exit 155, Corona Avenue.
Bear left at triangle and travel south on Rockway Parkway.
Changes name to Rockaway Avenue as it crosses Merrick Road.
Continue past Sunrise Highway (Roy Rogers on right) 1 block
to Roosevelt Avenue, make right 1 block to stop sign. Make
left onto Cochran Place, 1 very long block, make first right
at Pine Lane, 1 block to Peri Lane on left #5 is first house
on left. Tel. # 791-6247 - Harvey Rait

MEMBERS ONLY PAGE

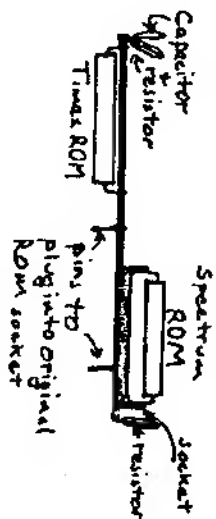
Zebra BBS (718) 296-2229

LOCAL BBS'S

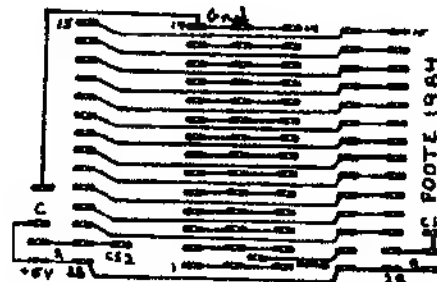
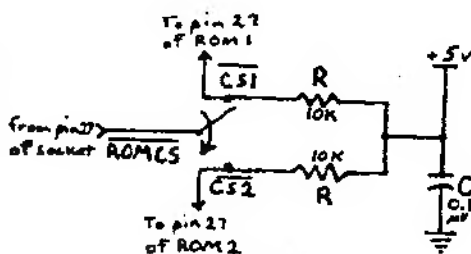
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BBS/Gen/Pwd/Prism (212)
715-1649
AMIS/Gen/Pwd/Prism (212)
241-8965
AMIS/Gen/Open/Prism (212)
464-3434
PMS/6-8/Shop/Open (212) 512-2488
BMBBS: Avenger's Mansion (212)
334-2838
Gramercy Modem (212) 684-5594
NYKUG (212) 624-9148
Suspended (212) 596-2660
516
Lion BBS (516) 567-8367
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516-3510
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CONNECT-80/Softx (516) 924-8115
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(516) 588-5836
ABBS Piram Cove (516) 699-4008
Adventure BBS (516) 621-9796
TBBS/Stock/Open (516) 794-1707
RBBS/Gen/Pwd/Prism (516)
The Dragon's Lair (516) 374-5071

Front view of completed circuit board with both ROMs mounted.



Schematic of Spectrum Emulator



Printed circuit layout for Spectrum Emulator.

FROM: Sinclair User Magazine
3224 NW 30th Avenue
Gainesville, Fla 32605
\$12.00/year - A Good one

10:

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